

SEGA FIGHTERS

Mortal Kombat 2

(*Mega Drive, Game Gear, Master System*)

Super Streetfighter 2

Ballz

Streets of Rage 3

Shaq Fu



INSIDE!
MASSIVE and
EXCLUSIVE
Mortal Kombat
2 poster

Strategies

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Codes

from the makers of
**SEGA
POWER**

- Coin-op tips • Primal Rage •
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MORTAL KOMBAT 2

Mega Drive

Kung Lao

The lethal guide to all the special moves, fatalities, babalities and friendship moves...

Key to abbreviations

F – Fowards
B – Back
U – Up
D – Down
DF – Down fowards
DB – Down back
HP – High Punch
LP – Low Punch
HK – High Kick
LK – Low Kick

Don't forget! For the friendships and babalities to work you should get through the winning round of the match without using any punches. Pit fatalities can be done on the "Pit 2" or "Kombat Tomb" backgrounds. You need to be close to your opponent for them to work.

Liu Kang

Bike Kick: Hold LK for three seconds and release
Flying Kick: F, F, HK
High Fireball: F, F, HK (can also be carried out in mid-air)
Low Fireball: F, F, LP
Dragon Fatality: Move in for the kill, then press D, F, B, B, HK
Uppercut Fatality: Make sure you're in sweeping distance then Block and rotate the D-pad 360° away
Pit/Spike Fatality: B, F, F, LK
Friendship: F, B, B, B, LK
Babality: D, D, F, B, LK



Head Butt: HP in close
Hat Throw: B, F, LP (you can then steer the hat for better targeting)
The Spin: Block and press U, U. Then release Block, LK. To spin, keep tapping LK
Flying Kick: Jump and press D + HK
Hat Chop Fatality: Get within sweeping distance then hold down Block and press F, F, F, release Block then press LK
Hat Decapitation: Get as far away as possible from your opponent then press LP + B, F, release LP then steer the hat towards your opponent's head. Nice!
Pit/Spike fatality: F, F, F, HP
Friendship: B, B, B, D, HK
Babality: B, B, F, F, HK

Johnny Cage

Low Fireball: D, DF, F and LP
High Fireball: D, DB, B and HP
Shadow Kick: B, F, LK
Shadow Uppercut: B, D, DB, B and HP
Nut Breaker: Block and LP
Ripped Torso Fatality: Get in close and press F, F, D, U
Pit/Spike Fatality: D, D, D, HK
Friendship: D, D, D, D, HK
Babality: B, B, B, HK

Reptile

Acid Spit: F, F, HP
Power Ball: B, B, HP and LP
Invisibility: Block and press U, U, D, HP.
Repeat this sequence to reappear
Slide: Hold B and LP and BLOCK and LK
Eating your opponent's head fatality: Make sure you're one distance away from your opponent and press B, B, D, LK. Mmm, lovely!
Invisible Chop: Become invisible, then get in close and press F, F, D, HK
Pit/Spike Fatality: D, F, F, BLOCK
Friendship: B, B, D, LK
Babality: D, B, B, LK



Sub-Zero

Ground Freeze: D, DB, B + LK
Icey Blast: D, DF, F + LP
Slide: Hold B + LP + Block + LK
Freeze and Smash Fatality: F, F, D, HK, then up close: F, D, F, F, HP
Snowball: Get as far away from your opponent as possible (a screen away) then hold LP + B, B, D, F, then release LP
Pit/Spike Fatality: D, F, F, Block
Friendship: B, B, D, HK
Babality: D, B, B, HK



Scorpion – Hold Block and U, U
Reptile – U, D, HP
Baraka – D, D, LK
Sub Zero – F, D, F, HP
Kitana – Block, Block, Block
Mileena – Hold HP for three seconds, then release
Jax – D, F, B, HK
Fatality 1: Hold HK for three seconds and let go (make sure you're just inside sweep distance for this move)
Soul Drain Fatality: (up close) Hold Block and U, D, U, LK
Kintaro Fatality: Make sure you're just inside sweeping distance, then hold LP for 30 seconds and release
Pi/Spikes Fatality: Hold Block and D, D, U, D
Friendship: B, B, D, F, HK
Babality: B, F, D, HK

Kitana

Fan Lift: B, B, B, HP
Fan Throw: F, F, HP + LP (also possible in mid-air)
Flying Punch: F, DF, D, DB, B + HP
Fan Swipe: B + HP
Kissy-kissy: Get in close and hold LK + F, F, D, F, then release LK
Fan decapitation: Up close again and Block, Block, Block and HK
Pit/Spikes Fatality: F, D, F, HK
Friendship: Hold Block + D, D, D, U, LK
Babality: D, D, D, LK

CHEATS

To access the cheat mode, go to the 'Options' screen, select 'Done', then press: Left, Down, Left, Right, Down, Right, Left, Left, Right, Right. A new Test Modes option will appear where you have access to all sorts of cheats including a level select, one-hit deaths and infinite energy.

By the way, art fans, once you're in cheat mode, the Toasty character will be turned into a piccie drawn by one of the programmer's nephews. Nice one!

Extra Raiden move – The Fergality
First access the cheat mode and set the game to Background 6 and 'Ooh, Nasty!'. To get to Raiden's extra Fatality, you must fight using only kicks, then finish your opponent by pressing Back, Back, Back, Block. Prepare to turn your opponent into Fergus from Probe Software. Not bad.

Shang Tsung

Single Fireball: B, B, HP
Double Fireball: F, B, B, HP
Triple Fireball: F, F, B, B, HP
The Many Faces of Shang Tsung:
Liu Kang – B, B, F, F, Block
Kung Lao – B, D, B, HK
Johnny Cage – B, B, D, LP
Raiden – D, B, F, LK



ACTION REPLAY

FFB6230078 Unlimited energy
 – player one
 FFB7130078 Unlimited energy
 – player two
 FFF4570015 Unlimited credits
 FFA9960099 Infinite time
 FFAAC1000X Background select (change X for a different scene)
 FFAABF000X Stage select (as above)
 FFEAA40099 Player one has 99 wins
 FFEAA60099 Player two has 99 wins
 FFF0250011 Always displays fatality message
 00661A5555 Unlimited time to do a fatality
 FFEAA90000 Player 1 needs infinite number of rounds to win
 FFF45600XX Number of credits (Replace XX with 00-99)

Mileena

Sia Fireball: Hold HP for three seconds and release
 Teleport Kick: F, F, LK
 Floor Roll: B, B, D, HK
 Sia Fatality: Get in close and press F, B, F, LP
 Bone Spit Fatality: Again move in close and hold HK for three seconds and release
 Pit/Spikes Fatality: F, D, F, LK
 Friendship: Hold Block + D, D, D, U, HK
 Babality: D, D, D, HK

Scorpion

Spear: D, B, LP
 Leg Grab: F, DF, D, DB, B + LK
 Teleport: D, DB, B + HP
 Throw in mid-air: F, D, CK in mid-air, atari + death
 Fatality: Hold Block + D, D, U, U, HP
 Spear Fatality: Get up close and press HP + D, F, F, F then release HP
 Pit/Spike Fatality: D, F, F, Block



Friendship: B, B, D, HK
 Babality: D, B, B, HK

Jax

Fireball: D, DB, B + HK
 Floor Punch: Hold LK for three seconds and release
 Grab: F, F, LP (keep tapping for up to five hits)
 Body slam: Throw with F + LP and keep tapping HP
 Backbreaker: Block in mid-air
 Stun: HP at close range
 Head Mash Fatality: Get close and hold LP + F, F, F, then release LP
 Arm Fatality: Get just inside sweep range and press Block four times, then LP
 Pit/Spikes Fatality: Hold Block and U, U, D, LK
 Friendship: Hold Block and press D, D, U, U, LK
 Babality: Hold Block and press D, U, D, U, LK



Pit/Spikes Fatality: Hold Block and U, U, U, U, HP
 Friendship: D, B, F, HK
 Babality: Hold down Block + D, D, U, HK



• For extra gore, you can make your opponent slide off the spikes in the Kombat Tomb by pressing Down on both controllers.

Baraka

Fireball: D, DB, B + HP
 Chopping Blades: B, B, B, LP
 Blade Swipe: B + HP
 Decapitation Fatality: In close B, B, B, B, HP while jumping towards or blocking
 Spike Fatality: In close and press B, F, D, F, LP
 Pit/Spikes Fatality: F, F, D, HK
 Friendship: Hold Block + U, F, F, HK
 Babality: F, F, F, HK



SECRET CHARACTERS

Smoke

If you want to try your luck with the grey ninja one, go to the Portal Stage. Do an uppercut on your opponent to make Dan "Toasty" Forden appear. Press Start and Down. The first to do so will be the one to take him on. The more Uppercuts you use, the more likely Toasty is to appear.



Raiden

Electric Fireball: D, DF, F + LP
 Teleport: D, U
 Electrocute: Hold HP for five seconds and release
 Electric Fatality: In close and then hold LK for five seconds. Release and then keep tapping Block + LK
 Uppercut
 Explosion Fatality: Move in and hold HP for eight seconds and release



Jade

Jade is a green ninja, a bit like Kitana but twice as fast. To meet her, you have to win one round on the stage before '?', using only Low Kicks. You can reach her on any round of the stage.

nooB saibot

You need to win 25 matches in a row to meet him. Manage that and you'll be transported to Goro's Lair where you'll "Feel the power of... TOASTY!".

FRIENDSHIP



ACTION REPLAY 2

DEADC0DE00
 0064CA0500
 41F900A100
 03421031FC
 0001F02A10
 1008000005
 66F010BC00
 40E2080200
 00081210E6
 4902010007
 804111C0EF
 D74EF864D0

These 'Deadcodes' should be entered in the order they appear here. Other codes can be added, but they must go before or after these. When the Action Replay's activated, player one has the ability to select a different character at the end of each round – this includes playing against another player and the computer.

To use the Deadcodes, start the game as normal and activate the Action Replay 2, and as soon as one player has won, the game will freeze before the finishing move is completed. Using player one's controller, select a player from the following list. Then, while holding these keys down, press Start. You can play the hidden characters with this cheat, but they have a habit of crashing when you try to use any of their special moves.

A+B+C	Kung Lao
A+C+R	Liu Kang
A+C	Cage
A+B+R	Baraka
A+B	Kitana
A+R	Mileena
A	Shang Tsung
B+C+R	Rayden
B+C	Sub Zero
C+R	Reptile
C	Scorpion
B+R	Jax
B	Kintaro (crashes)
R	Sha Kahn (crashes)
None	Smoke (crashes)

MORTAL KOMBAT 2

Game Gear and Master System

Deadly moves!

Scorpion

Spear: Hold down D for three seconds, then let go

Teleport: (Can also be done in mid-air) D, B, 1

Trip-up: D, B, 2

Throw in mid-air: Press Start when close to your opponent

Deadly Breath Fatality: Hold down Start and U, U, 1

Kitana

Fan Throw: F, F, 1 + 2 (also possible to do this one in mid-air)

Fan Lift: B, B, 1

Flying Punch: F, B, 1

Fan Swipe: B + 1

Explosive Kiss: Move in for the kill and hold down Start, F, F, F, 2

Reptile

Acid gob: F, F, 1

Ball thing: B, B, 1 + 2

Invisibility: Hold Start + U, U, D, 1

Slide: B + 1 + 2

Tasty meal fatality: Get a jump away and then B, B, D, 1

Shang Tsung

Fireball: B, 1

Double: F, B, B, 1

Triple: F, F, B, B, 1

Fatality: Move in close and hold Start + U, D, U, 1

The Many Guises of Shang Tsung

Hold 2 for two seconds, release, then press as follows...

Liu Kang – Left

Sub Zero – Right

Jax – Down-Right

Scorpion – Down-Left

Mileena – Up

Reptile – Up-Left

Kitana – Down



Liu Kang

Fireball: F, F, 1 (can be done in mid-air as well)

Low Fireball: F, F, D, 1

Flying Kick: F, F, 2

Bike Kick: Hold 2 for three seconds and release

Dragon Fatality: Get in close and D, F, B, B, 2

Sub Zero

Ice Blast: D, F, 1

Ground Freeze: D, B, 2

Slide: B + 1 + 2

Freeze Fatality: Get about two character lengths away from your opponent and press F, F, D, 2 then move in close for the smash and press F, D, F, 1

Mileena

Sia: Hold 1 for three seconds, then release

Teleport: F, F, 2

Roll: B, B, D, 2

Bone Fatality: Move in close and press F, B, F, 2

Jax

Fireball: D, B, 2

Floor Brawl: Hold 2 for four seconds and release

Grab: F, F, 1 (Keep tapping 1 for additional hits)

Slam: Throw and keep tapping 1

Stun: Get in close and press 1

Backbreaker: Press Start in the air

Slam Fatality: Get in close and F, F, 1. Keep tapping 1 until everything's been blown up!

STREETS OF RAGE 3

Mega Drive

Choice cheats!

Stage select

When the Menu>Select screen appears, press and hold B then press Up. Hold both buttons then press Start. If you did it properly you'll hear a chime and a stage select will appear.



Play as roo

At the title screen press Up and B together, then press Start. You can now choose Roo on the Select Player screen.



ACTION REPLAY

FFFFB05000X

Level select

FFFFB03000X

Act select

FF88E20049

Infinite time

for level 6

FF88500059

Infinite time

for the final

boss

Play as Shiva

To play as Shiva, you have to reach the end of Stage 1 where you must beat Shiva. When you've done this, quickly press and hold B until the next stage begins. When you die, the game will ask if you want to continue. Select Yes and you'll get the chance to play as Shiva.

Start with nine lives

Go to the options screen and press

Start. Select the players option. Now plug in a second controller and simultaneously press A, B and C while pushing Up. Now use control pad one to select the number of lives up to nine.



SHAQ FU



Mega Drive The secret moves

Shaq

He's a bit of short-range specialist, is our Shaq – a conventional fighter who doesn't have to rely too much on magic to do in his opponents.

Shaq-urikin: F-B-F and A

Inferno Kick: D-F and C

Kaori

This character is at his best when fighting at mid-range. Agile and fast with some interesting magic.

Energy bomb: B-D-F and B

BRUTAL Paws of Fury

Mega CD

You can now 'be' the crocodile character by going to the title screen and pressing Up, Down, A, B, C, C, B, A, Down, Up. Wahey! Karate Croc capers aplenty.



Cyclone: D-B and C
Cat's Claw: D-B and B

Beast

He might be slower than the rest of the characters, but he can throw fire and inflict much heavier damage.

Spitfire: D-F and B

Sonic Roar: F-D-B-F and C

Thermal Blast: D-B and B

Sett

Even more powerful than the Beast with the most powerful magic of any of the characters.

Mummy Wrap: F-D-B and B

Wedge Charge: F-D-F and A

Cosmic Missile: D-B and C

Nezu

He's not so good at close quarters, so make the most of his energy attacks to get



at opponents from a distance.

Time Vault: F-B-D and A

This can immobilize his

opponents for a time.

Eno Blast: D-B-F and C

Eno Flip: D-B and C

Mephis

Equipped with some powerful magic. Erm, because he's a trainee sorcerer.

Lightning Arc: F-D-B and C

Lightning Jaws: D-F and B

Burning Touch: D-B and B



Voodoo

Guess what? She depends on her voodoo powers to see off her opponents without even laying her fingers on them. Hence the name, obviously.

Eagle Claw: B-D-F and B

Earthquake: F-D-F and A

Wolf charge: Use the wolf move towards your opponent and then hold down A

Aurok

Brutal strength and – hey – raw power are his characteristics.

Spiked Cannonball: Jump and B

Boomerang: B-F and B

Ball and

Pain: F-

D-B

and C



Colonel

Technological weaponry gives him the edge.

Heavy Metal:

D-B-F and B

Bionic Burst:

D-F and B

Leotsu

Ancient and very wise with carefully aimed strikes that inflict a lot of damage.

Blast Kai: D-B-F and B

Bo Kai: D-F and C

Diesel

This barroom brawler packs a punch. Surprisingly agile for one who's spent much of his past boozing it up in bars.

Crate Crusher: B-D-B and B

Dockside Dagger: B-F and B

Rajah

Deadly master of sharp things. A true slice and dice merchant, he's not the sort of bloke you'd want to meet in a dark alley when you're not wearing your running shoes.

Thunder Clap: F-D-F and B

Sword Shockwave: B-D-B and B

General tips

All of the characters have the following moves in common:

Air Kicks: C, B
Air Punches: C, A
Right Shifty: L + B + C
Left Shifty: L + B + C
Rude Gesture/Taunt: A + B + C
Grovelling: Dn, Dn, Dn, Dn
Roll Runner: Dn + A

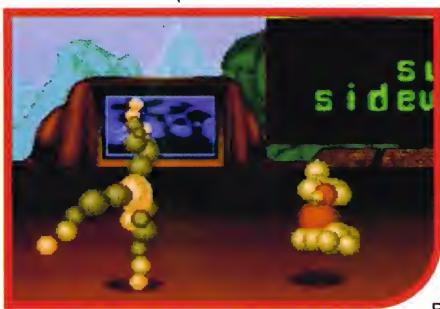
• To make it easier to defeat the bosses, taunt them between the pummeling. This will strengthen any hits afterwards. Also, if you need an energy boost it's worth doing a bit of grovelling.

Mega Drive



Boomer

Telescoping Arms: Dn + A + B
Self Destruct (up close): R, D, L, Up, A
Head Lob: Aw, Tw, A
Head Bowl: Aw, Tw, B
Power Kick: Tw, Tw, B
Dive: Dn, Up + C
Jack-In-The-Box Bounce: Up + A
Right Handstand Kick: R, R, B
Left Handstand Kick: L, L, B
Boomer Morph: R, L, A + C



Turbo

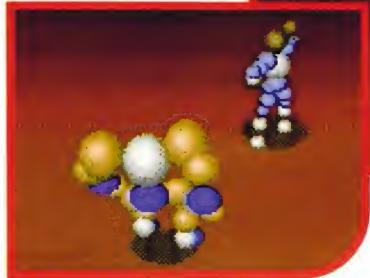
Flying Arrah: C, Dn, Dn
Head Pound: Up, Tw, A
Hover Bovver: C, B + C
Flipping Kick: Tw, Tw, Tw
Spinning Pile Driver: C, A + B when close in mid-air



No more Ballz-ups...

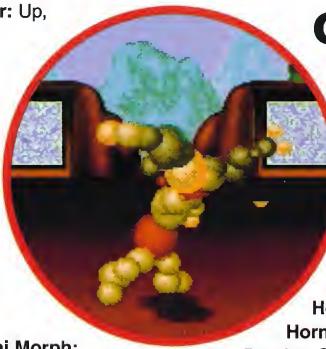
Divine

Opera Yodel: Dn, Dn, Up
Whirlwind: Aw, Up, Tw
Ducking Uppercut: Dn, Tw, A
Fake Dizzy: Dn, Dn, Aw
Bump & Grind: Tw, Aw, Tw, Aw
Knee the Goolies: D, D, Tw
Nut Crunch: B up close
Lunge Kick: Up, Up, B
Divine Morph: Up, L, A + C



Tsunami

Wind Up Kick: Tw, Aw, B
Wind Up Kick: Tw, Aw, A
Meditating Floater: Up, Up, C
Sumo Splat: C, A + B
Karate Hack: Up, Tw, A
Lard Charge: Tw, Tw, Tw
Flying Somersault
Kick: Aw, Aw, C
Swinging Tosser: B when close
Tsunami Morph: L, R, A + C



'Avesummathat: Tw, Tw + A
Overhead Punt: B up close
Rising Punch: Dn + A + B
Turbo Morph: R, R, A + C
Rude Gesture: Aw, Tw, Up + A or A + B + C

Crusher

Wind Up Punch: Aw, Aw, A
Wind Up Kick: Aw, Aw, B
Underhand Horn Blower: Aw, Tw, A
Major Tosser: B up close
Stompage: Up, Tw, B
Horn Chuck: Aw, Up, A
Horn Lunge: Tw, Tw, A
Rumble Charge: Up, Dn, Up
Jumping Headbutt: L, Dn, A
OTT Slammer: Up, Dn, A
Crusher Morph: Dn, R, A + C

Kronk

Tee Off: B when close
Harm & Ride: C then land on opponent

Goolie Casserole: Dn, Dn, A
Snot Lob: Aw, Up, A
Flying Phlegm: Aw, Tw, A
Fencing Lunge: Tw, Tw, A
Bone Sweep: Dn + A + B
Uppercut Pummel: Up, Up
Overhead Pummel: Up, A
Duck, Dive & Roll: Tw, Tw, Tw
Flying Down Spear: C, Dn, Dn
Kronk Morph: L, L, A + C

Yoko

Back Flip: Up, B
Forward Roll: Tw, Tw, Tw
Spin Attack: Tw, Up, Up
Pole Swing: R, R, Up or L, L, Up
Pulling Legs: Dn, B
Stun Fart: Aw, Aw, Aw
Virtual Vine Swing: C, Up, Up
Swing Punch: A (in swing)
Swing Kick: B (in swing)
Swing Around Hit: L, L, B or R, R, B
Chimp Spin: B when close
Hit and Ride: C then land on opponent
Yoko Morph: Up, R, A + C



BALLZ



SUPER STREETFIGHTER 2

Advanced Combos and tactics

Key thing

LK: Light Kick
MK: Medium Kick
HK: Hard Kick
LP: Light Punch
MP: Medium Punch
HP: Hard Punch

Anything which has a C before it, means that you should do that move while crouching down. If it has JD before it, this means that it is a 'jumping deep' version of the move – late and overlapped, kind of thing.

Ryu

3-Hit
JDHK, MK, LP Dragon Punch
3-Hit 2
JDHP, HP, HP Red Fireball (or Hurricane Kick)

Ken

3-5 Hit
JDHK, HP, HP Dragon Punch
4-6 Hit
JDHP, LP, HK Hurricane Kick

Chun Li

3-Hit
CMK, MP, HP
3-Hit 2
JHP, HP, Lightning Kick (tap kick as you carry out the hard punch)

Guile

4-Hit
JDHP (while charging down), CLP, push Up and HP, immediately complete the



Flash Kick and then hit HK

5-Hit

Get in close while charging back, CLP into a Sonic Boom, charge back and CMP into a Flash Kick to finish

Blanka

3-Hit

JDHP, MP head-butt, followed by the HP Cannonball Roll

3-Hit 2

JDHP (while you are charging back), MP Headbutt, HK Beast Roll

M. Bison

3-Hit

JDHP (while charging back), MP, HK Scissor kick

4-Hit

JDHK, CLP, CLP, HP

Sagat

3-Hit

JDHP, HK, HP Tiger Uppercut

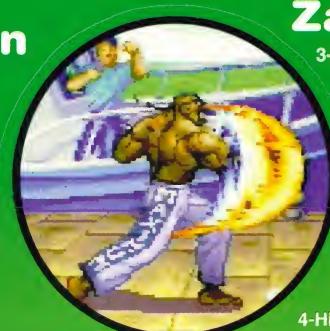
Vega

3-Hit

JHK, CMK, CHK

4-6 Hit

JDHP (while charging back), CLP, followed by a Ground Roll



Balrog

3-Hit

JDHP (while charging back), MP, followed by Dashing Uppercut

5-Hit

JDHK (charging back), LP, LP, LP, Dashing Uppercut

Fei Long

4-Hit

JDHP, HP, Rising HK Dragon

5-Hit

JDHP, HP, followed by three 'Rekka Kens'

Zangief

3-Hit

JDHP, CLP, Spinning Clothesline

5-7 Hit

JDHP, CLP x 4 or 5, CHK

T. Hawk

4-Hit

JDHP, CLP, CLP (start off the Storm Hammer move), Storm Hammer

5-Hit

JDHP, CLP, MK, HP Thunderstrike

E. Honda

3-Hit

JDHK (while charging back), stay charging and MK, HP Headbutt



CHEAT

First choose the Vs Mode. Then select your character with joypad 1 and your opponent's with pad 2. Next choose the country, then press and hold Start until an option screen appears. From here you'll be able to get the computer to take control of player 2, while you control player 1. If you want to make your opponent tougher, add some more handicap stars with joypad 2.

Dhalsim

2-Hit

LP, Yoga Fire or Flame

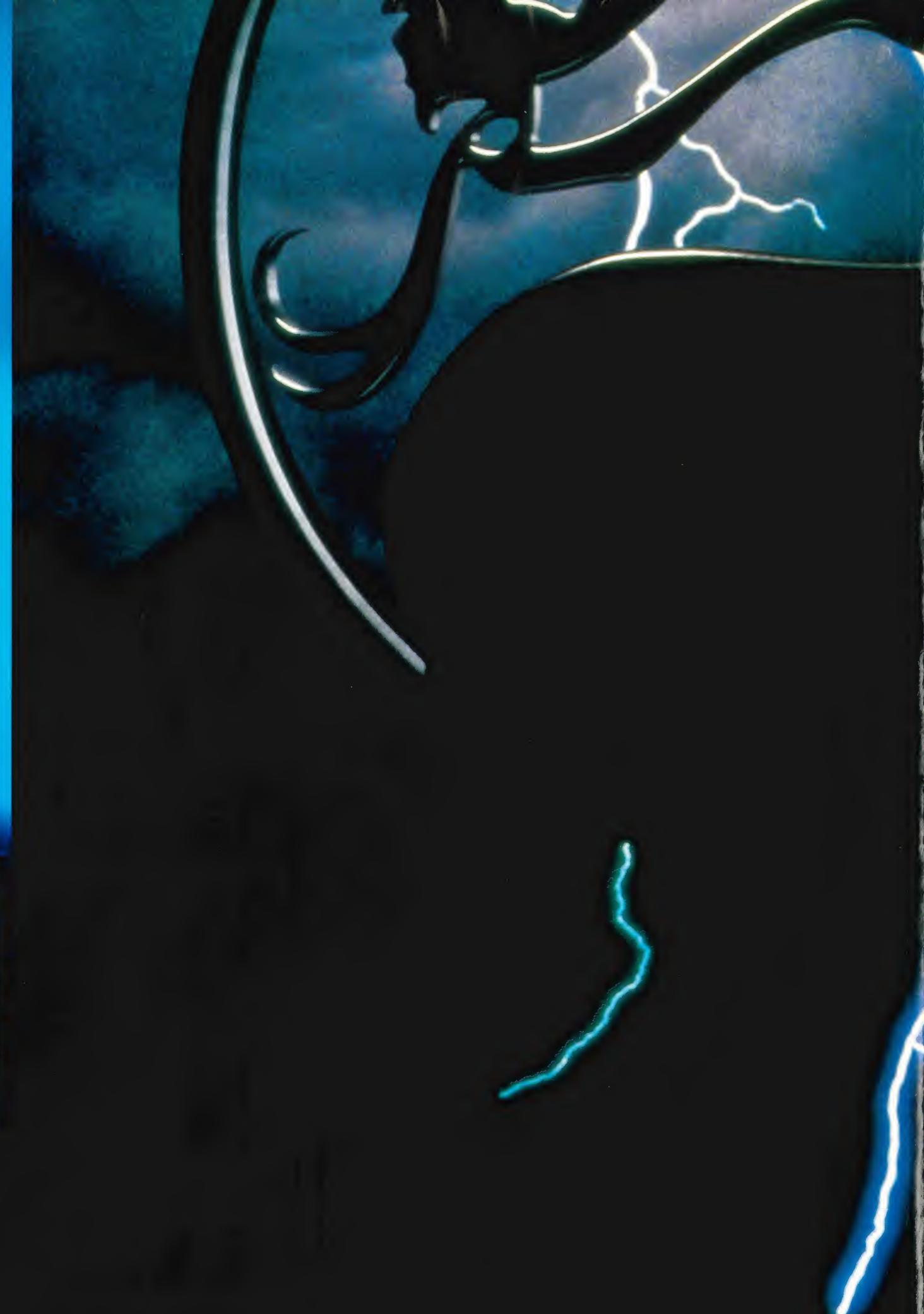
3-Hit

CLK, LP, Yoga Fire or Flame

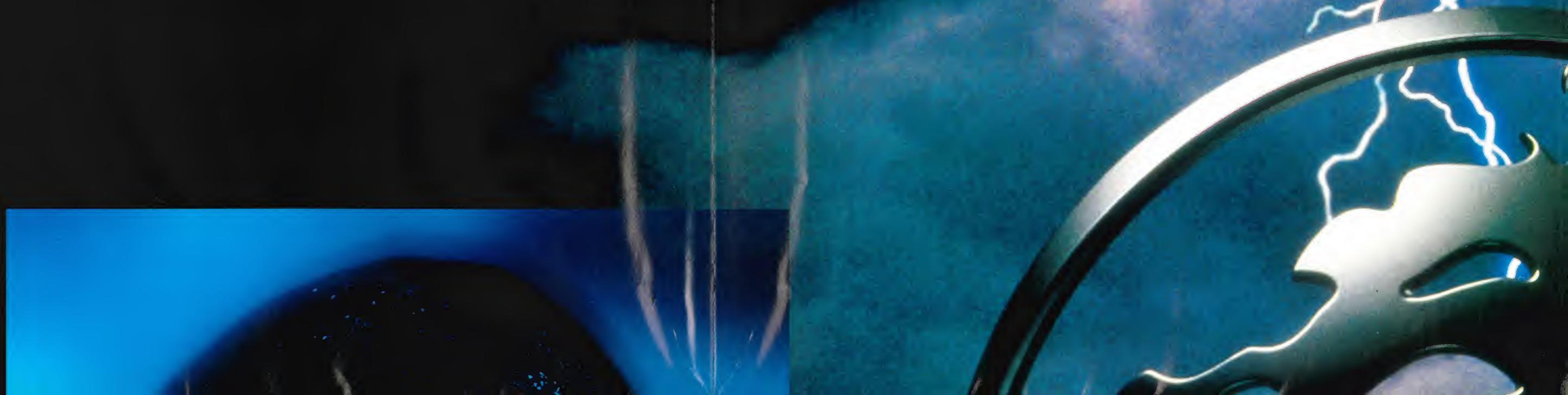


ACTION REPLAY

003BE6602E	Use this code before using any other Action Replay codes
FF97EB000	Start fighting before you are told to fight
FF80C10000	Special moves in mid-air for player one
FF858B000X	Fight the same opponent throughout the game (player one). O-F
FF803D0090	Unlimited energy for player one.
FF80C20001	Player one in flames when hit
FF80750001	Turbo speed for player one
FF80B40000	Every special move has fireballs for player one
FF801B0000	Player one's character is speeded up
FF803E0011	Weird special moves for player one
FF80400011	Low jumps and special moves for player one



МОРТАЛ



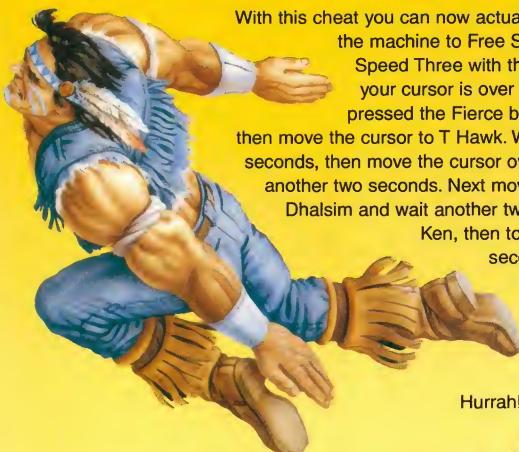


KOMBAT



Make your cash go a bit further down the arcade...

Super Streetfighter Turbo



With this cheat you can now actually 'be' Akuma. First set the machine to Free Speed Select. Select Speed Three with the Fierce button while your cursor is over Ryu. Once you've pressed the Fierce button, wait two seconds, then move the cursor to T Hawk. Wait another two seconds, then move the cursor over Guile and wait another two seconds. Next move to Cammy via Dhalsim and wait another two seconds. Move to Ken, then to Ryu and wait two more seconds. Press all three punch buttons and the Start button simultaneously. When you start, you'll be playing as Akuma.

Hurrah!



Virtua Fighters

Tournament-winning strategies

- Try not to jump around, as jumps are slow and leave you vulnerable to attack.
- If you knock over your opponent, hurt them a bit more while they're still lying helpless by pressing Up or Punch from a distance, or by using Down-Toward and Punch close-up.
- And if you're unfortunate enough to be the one on the ground, shake the joystick to get up quickly and roll away. Try different combos to attack while you're getting up too.
- A cunning ploy is to wait for your opponent to

fluff up a move and then counter it. There's nothing more effective than catching someone off their guard.

Oh yeah... and if you've chosen to play as Akira, try this Shoulder Thrust special move. Timed correctly, it's possible to destroy 99% of your opponent's energy with this: Push the joystick Away, then Towards x 2 quickly. As you punch Towards for the second time, press the Punch and Kick buttons together.



Primal Rage

Special Attacks

Sauron

Cranium Crusher: High quick + Low fierce, Down, Up

Primal Scream: High quick + Low quick, Down, Up

Talon

Face Ripper: High fierce + Low fierce, Down, Toward

Brain Basher: High fierce + Low quick, Away, Up-Away, Up, Up-Toward, Toward

Armadon

Hornication: High quick + High fierce + Low quick, Down, Toward, Up

Bed o' Nails: High fierce + Low quick, Down, Up

Diablo

Hot foot: High fierce + Low fierce, Up-Away, Down-Away, Down-Toward

Torch: High quick + Low quick, Up, Up-Toward, Toward



Chaos

Battering Ram: Toward, Toward

Grab and Throw: High fierce + Low fierce, Toward, Away

Vertigo

Scorpion Sting: High fierce + Low quick, Toward, Toward

Voodoo: High fierce + Low quick, Away x 2

Blizzard

Mega Punch: High fierce + Low fierce, Away, Toward

Ice Geyser: High quick + Low fierce, Down, Up

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